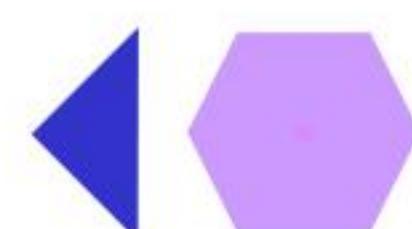
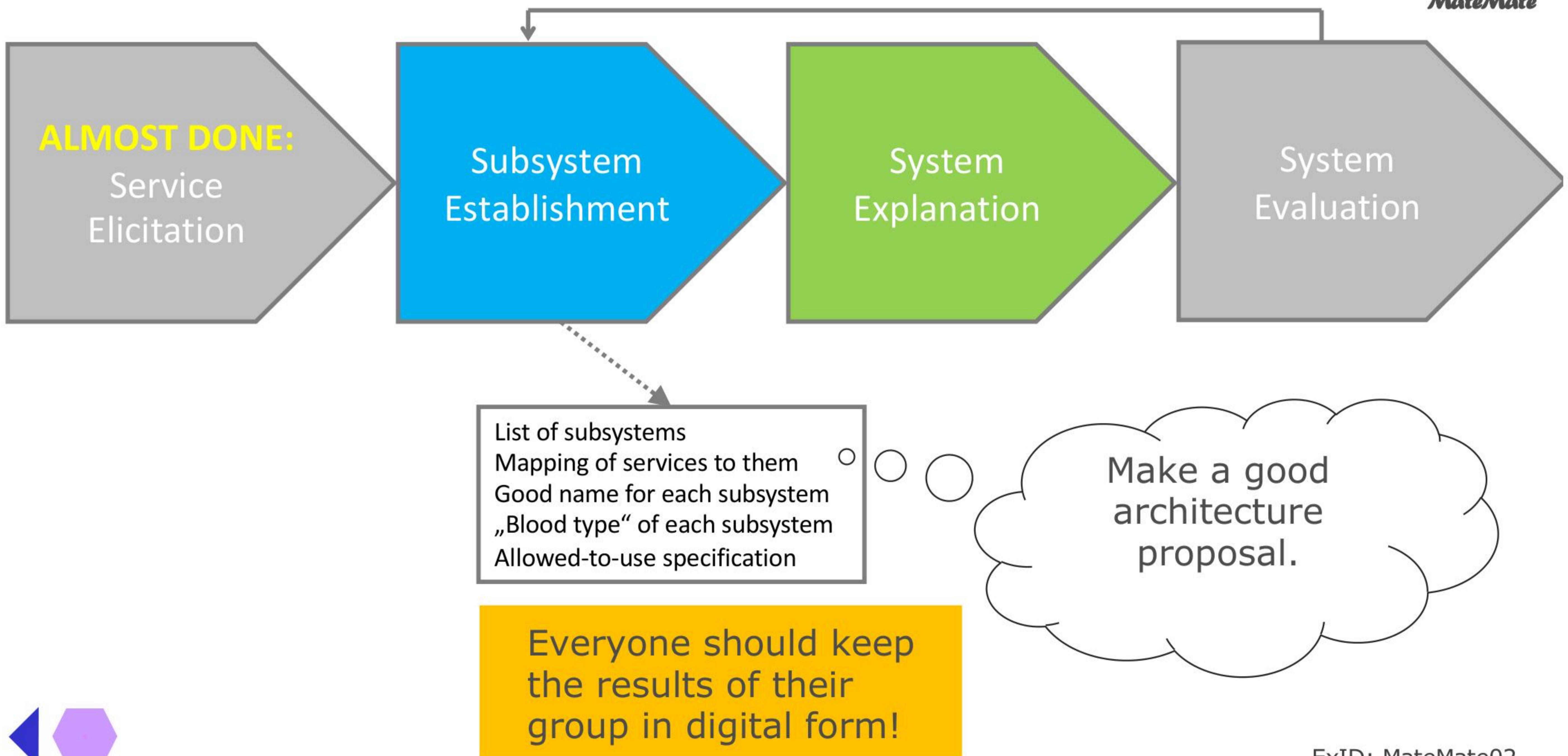


Class Group Exercise: Service Based Architecture Development

This is where the architecture development of MateMate currently stands:



Service Based Architecture Development

Group Practice: SE4 / 2

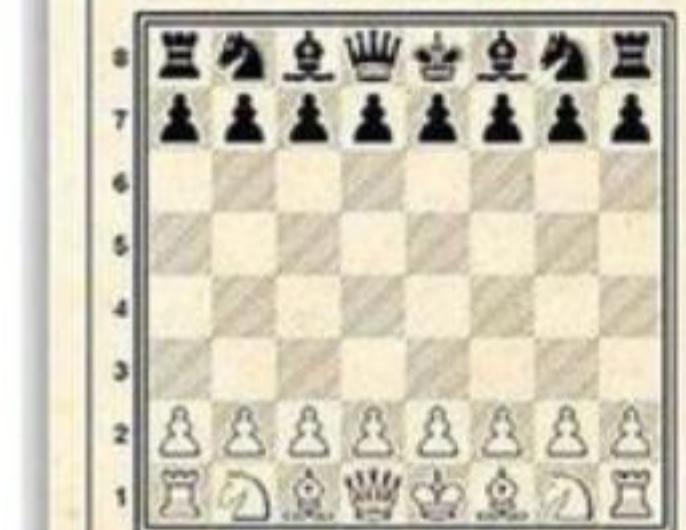
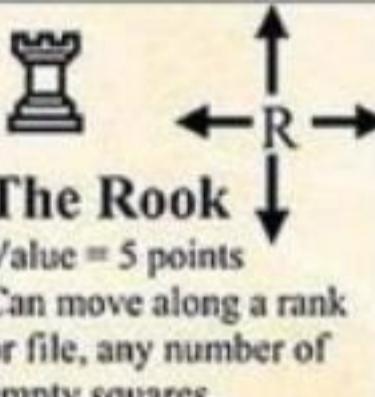
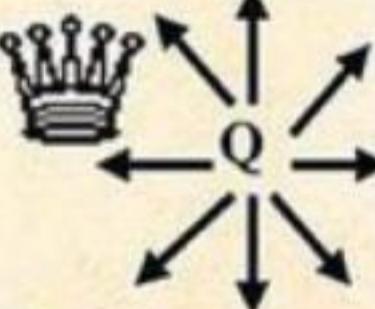
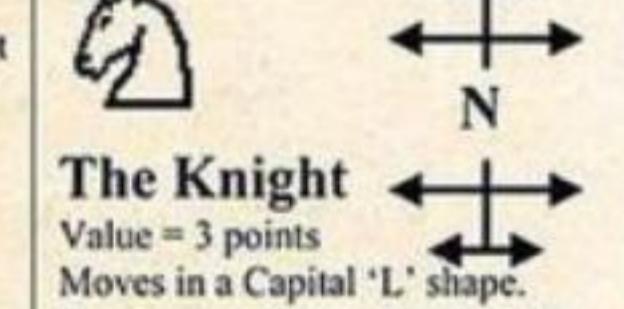
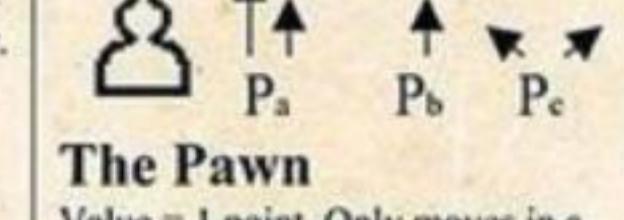
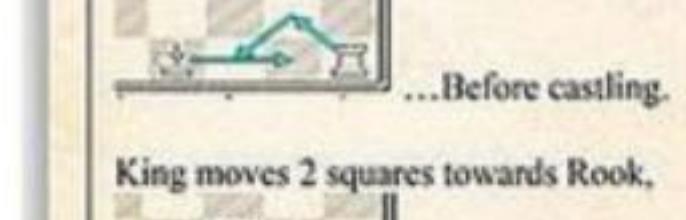
You are the chief architect of Queen&King Inc. Currently, the company is developing a chess application called MateMate.

MateMate plays against a human opponent who makes her or his moves by drag&drop.

MateMate thinks ahead a couple of moves and evaluates the possible future positions, leading to a numerical score for each future position.

Based on the various scores, the optimal move is calculated and displayed by moving the chess piece.



The Rules of Chess	
 The 64 Square Chess Board	Purpose of the game. To trap the King so that he has no escape. This is called Checkmate.
 The Rook Value = 5 points Can move along a rank or file, any number of empty squares.	History of Chess The oldest, closest known version of today's game existed in India around 500a.d. By c 1,500a.d., the main rules had become what we know today. Chess is c 500 years old!
 The Queen Value = 9 points Can move along a rank, file or diagonal, any number of empty squares.	 The Bishop Value = 3 points Moves diagonally, backwards or forwards, any number of empty squares. Always stays on the same colour squares.
 The King Value > 39, say 1000 Moves in any direction, but only one square. The most valuable piece on the board.	Draws (5 ways) <ol style="list-style-type: none">Offer and acceptStalemate – where one side has to move and is unable, and the King is not in checkThreefold repetition. Where the position is about to repeat for the 3rd time. One of the players may claim a draw.Fifty Move rule. Nothing has been captured for 50 moves each, and no pawn has moved.Insufficient checkmating material. Where neither side has sufficient material to checkmate. e.g. both sides left with only a King.
 The Knight Value = 3 points Moves in a Capital 'L' shape. Two squares forward/backward and one sideways OR one square forward/backwards and two sideways. Can jump over all other pieces, but may not capture them.	 The Pawn Value = 1 point. Only moves in a forward direction. Pa: 1 st move: go 1 or 2 squares Pb: After 1 st move: go 1 square Pc: Capture: Diagonally 1 sq. only Pawn Promotion : Pawns reaching other end of board can become a Queen, Rook, Bishop or Knight.
 Castling – King and Rook move together. It's done for the King's safety. ...Before castling. King moves 2 squares towards Rook. ...After castling. Can castle with either Rook. K or R must not have moved. Cannot castle into, out of, or through check.	Checkmate Check: When a King is attacked. Checkmate: When the checked King cannot escape.

